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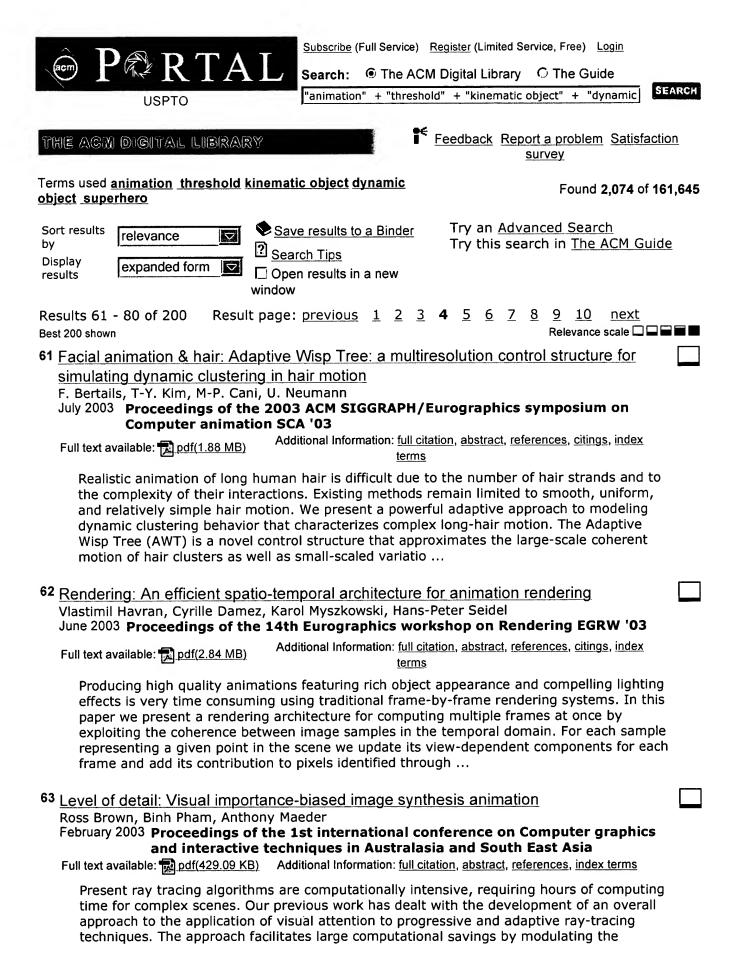
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supersampling rates in an image by the visual importance of the region being rendered. This paper extends the approach by incorporating temporal change ... Keywords: animation techniques, image synthesis, motion importance 64 BEAT: the Behavior Expression Animation Toolkit Justine Cassell, Hannes Högni Vilhjálmsson, Timothy Bickmore August 2001 Proceedings of the 28th annual conference on Computer graphics and interactive techniques Additional Information: full citation, abstract, references, citings, index Full text available: pdf(158.86 KB) The Behavior Expression Animation Toolkit (BEAT) allows animators to input typed text that they wish to be spoken by an animated human figure, and to obtain as output appropriate and synchronized nonverbal behaviors and synthesized speech in a form that can be sent to a number of different animation systems. The nonverbal behaviors are assigned on the basis of actual linguistic and contextual analysis of the typed text, relying on rules derived from extensive research into human conversationa ... **Keywords**: animation systems, facial animation, gesture, speech synthesis 65 Artificial intelligence for animation: Imitation as a first step to social learning in synthetic characters: a graph-based approach D. Buchsbaum, B. Blumberg July 2005 Proceedings of the 2005 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '05 Full text available: pdf(1.72 MB) Additional Information: full citation, abstract, references, index terms The processes and representations used to generate the behavior of expressive virtual characters are a valuable and largely untapped resource for helping those characters make sense of the world around them. In this paper, we present Max T. Mouse, an anthropomorphic animated mouse character who uses his own motor and behavior representations to interpret the behaviors he sees his friend Morris Mouse performing. Specifically, by using his own motor and action systems as models for the behavioral ... 66 The ALVW system: an interface for smart behavior-based 3D computer animation Alfredo Pina, Francisco J. Seron, Diego Gutierrez June 2002 Proceedings of the 2nd international symposium on Smart graphics **SMARTGRAPH '02** Full text available: pdf(1.75 MB) Additional Information: full citation, abstract, references

This paper describes the ALVW system, a high-level interface for producing smart behaviorbased 3D Computer Animation. The system allows the design and simulation of virtual worlds, environments and their inhabitants. Once the simulation of the virtual ecosystem is run, the results are transferred to a commercial 3D program, where a realistic animation can be produced based on the transferred data. The concatenation of all these processes allows us to produce a realistic 3D Computer Animation sh ...

Keywords: artificial life, behavior modeling, computer animation, interface, synthetic actors

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	Although luminance contrast plays a predominant role in motion perception, significant additional effects are introduced by chromatic contrasts. In this paper, relevant results from psychophysical and physiological research are described to clarify the role of color in motion detection. Interpreting these psychophysical experiments, we propose guidelines for the design of animated visualizations, and a calibration procedure that improves the reliability of visual motion representation. The guide	
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	This paper describes a method for animating suspended particle explosions. Rather than modeling the numerically troublesome, and largely invisible blast wave, the method uses a relatively stable incompressible fluid model to account for the motion of air and hot gases. The fluid's divergence field is adjusted directly to account for detonations and the generation and expansion of gaseous combustion products. Particles immersed in the fluid track the motion of particulate fuel and soot as they ar Keywords : combustion, computational fluid dynamics, explosions, fire, natural	
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	This paper proposes a framework for animation that can achieve the intricacy of motion evident in certain natural ecosystems with minimal input from the animator. The realistic appearance, movement, and behavior of individual animals, as well as the patterns of behavior evident in groups of animals fall within the scope of the framework. Our approach to emulating this level of natural complexity is to model each animal holistically as an autonomous agent situated in its physical world. To d	
	Keywords : animate vision, artificial life, autonomous agents, behavioral animation, locomotion control, physics-based modeling	
79	Image-based motion blur for stop motion animation Gabriel J. Brostow, Irfan Essa August 2001 Proceedings of the 28th annual conference on Computer graphics and interactive techniques Full text available: Proceedings. Additional Information: full citation, abstract, references, citings, index	
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Stop motion animation is a well-established technique where still pictures of static scenes are taken and then played at film speeds to show motion. A major limitation of this method appears when fast motions are desired; most motion appears to have sharp edges and there is no visible motion blur. Appearance of motion blur is a strong perceptual cue, which is automatically present in live-action films, and synthetically generated in animated sequences. In this paper, we present an approach fo ...

Keywords: animation, computer vision, image-based rendering, motion blur, stop motion animation, temporal antialiasing, video post-processing

80 Visual simulation environment

Osman Balci, Anders I. Bertelrud, Chuck M. Esterbrook, Richard E. Nance December 1998 **Proceedings of the 30th conference on Winter simulation**

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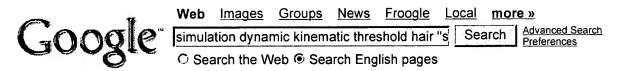
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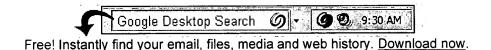
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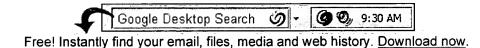
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